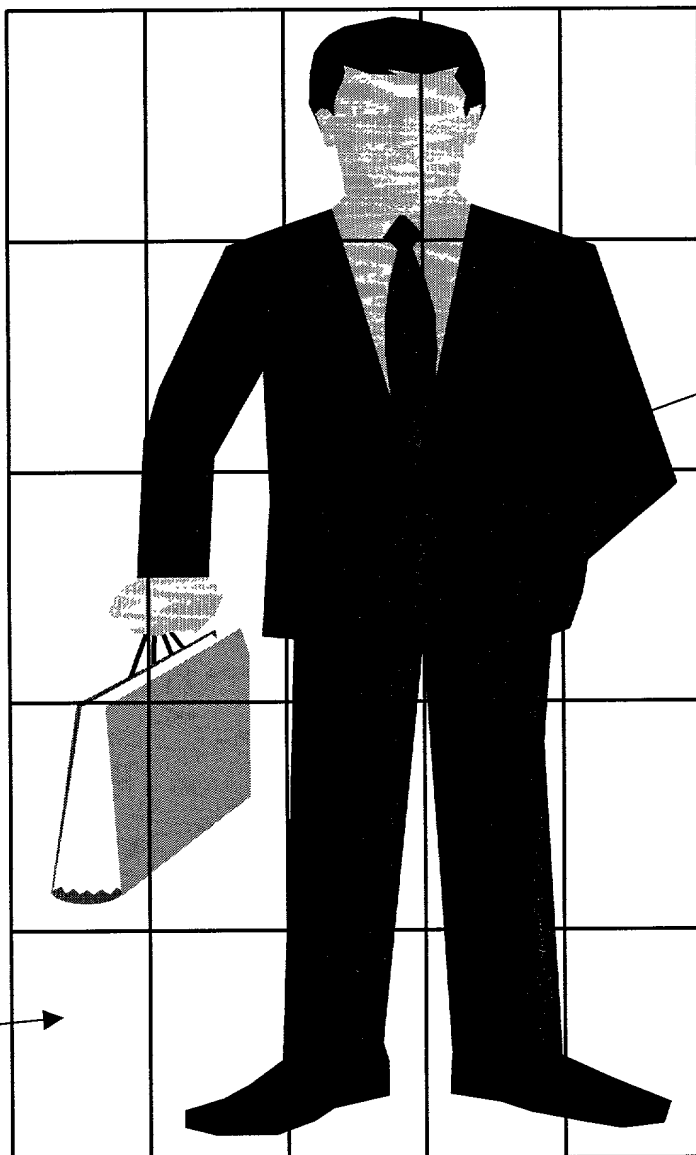


**FIG. 1**

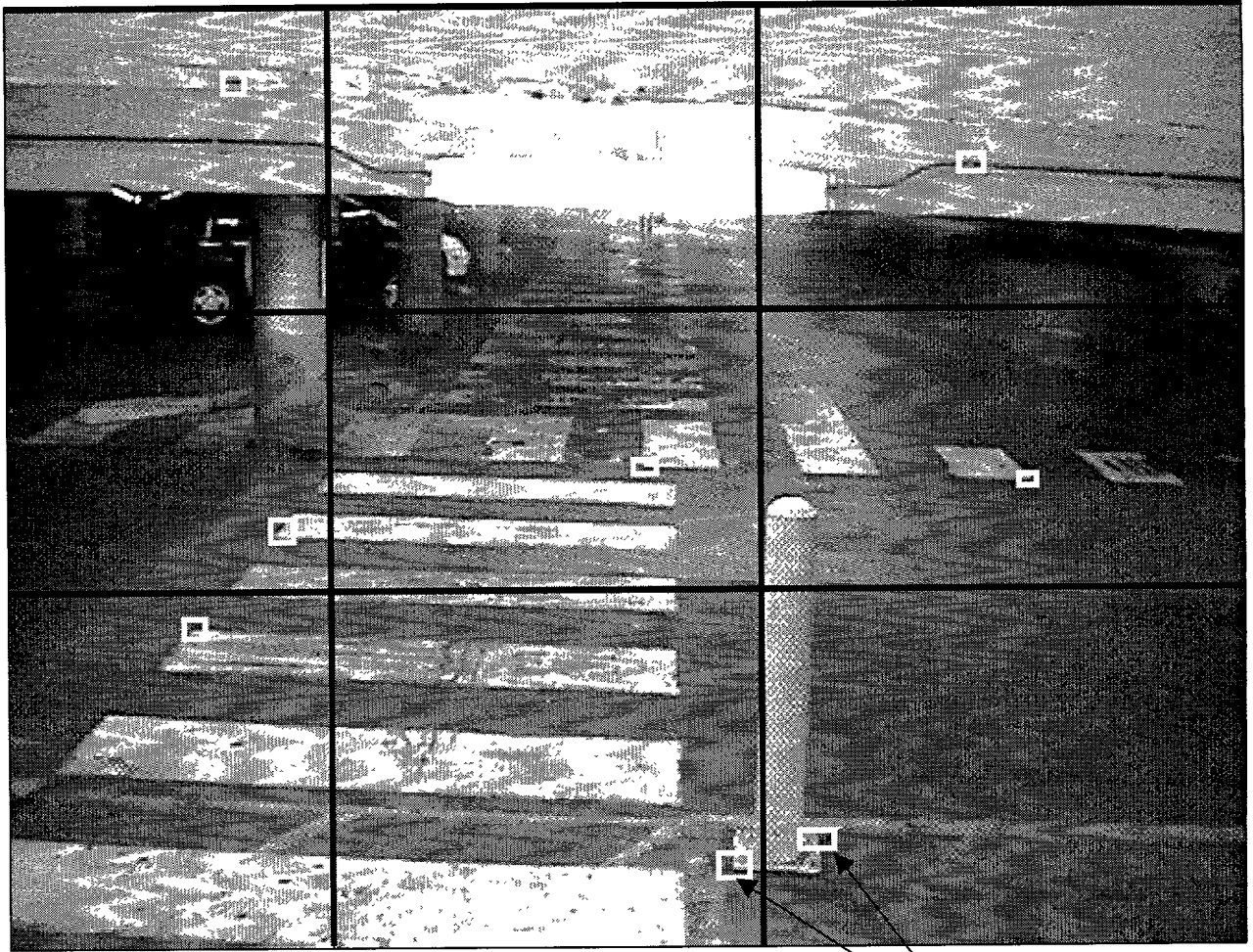


48

49

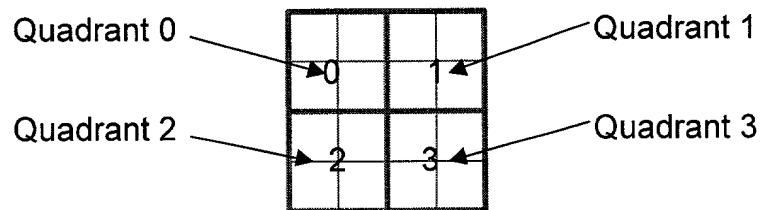


**FIG. 3**



50

FIG. 4

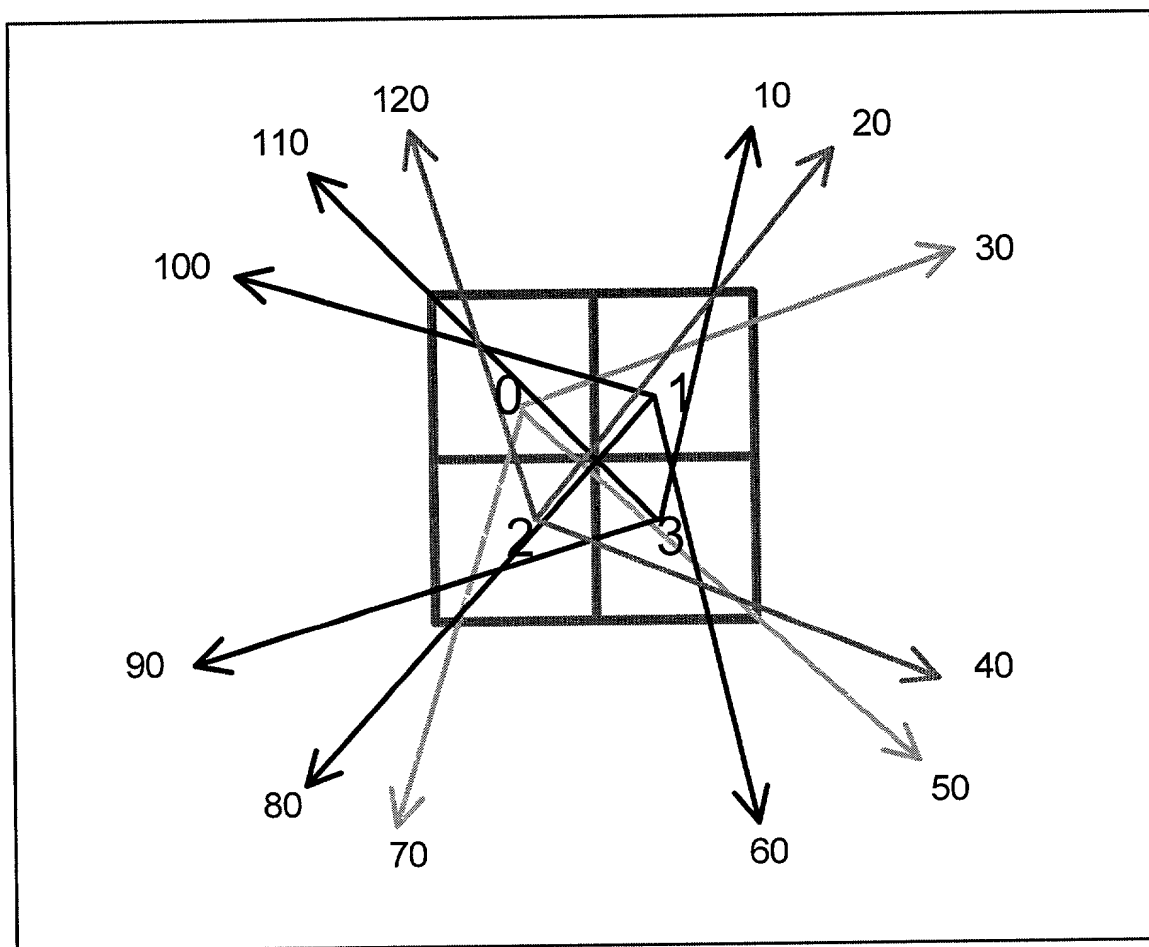


Basic 4 X 4 Kernel With  
four 2X2 quadrants

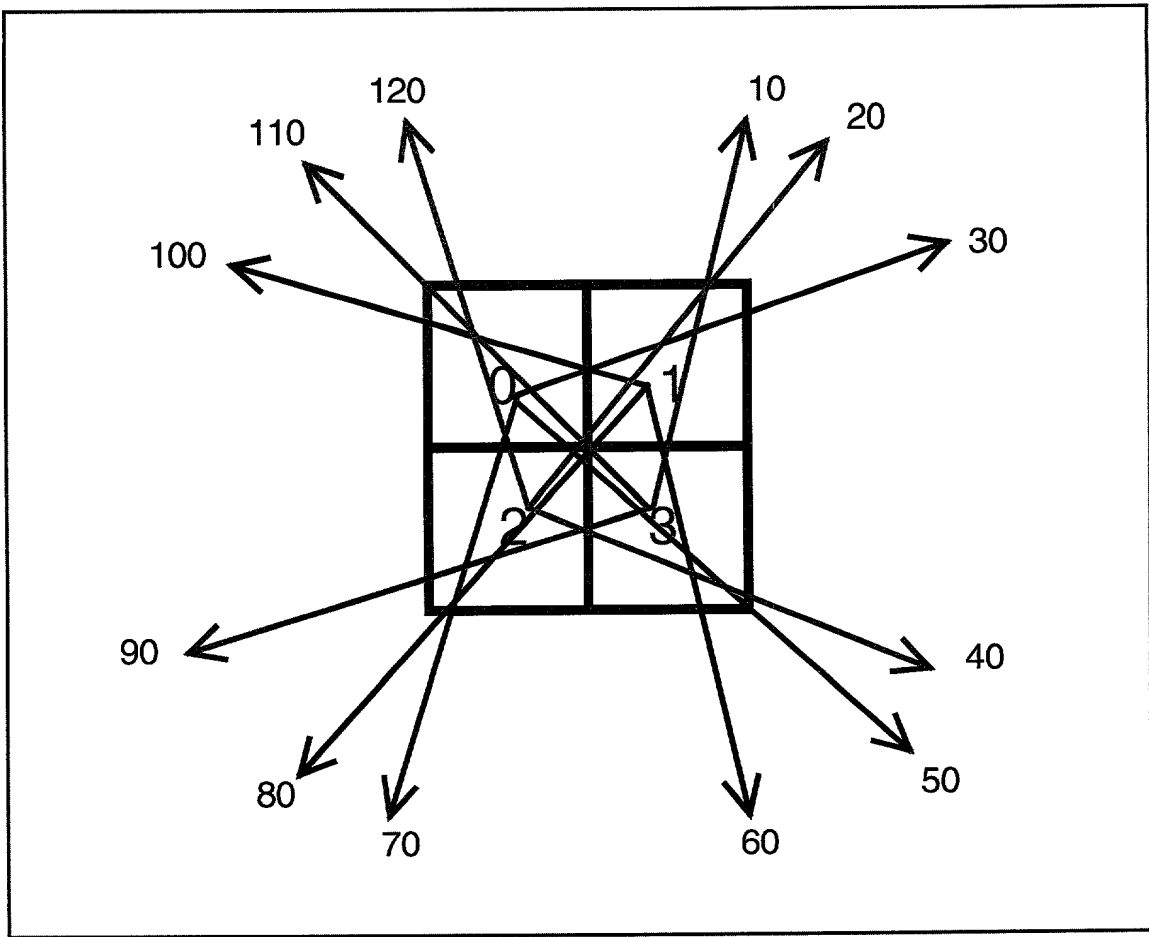
0	1
2	3

Pixel Numbers in each  
quadrant

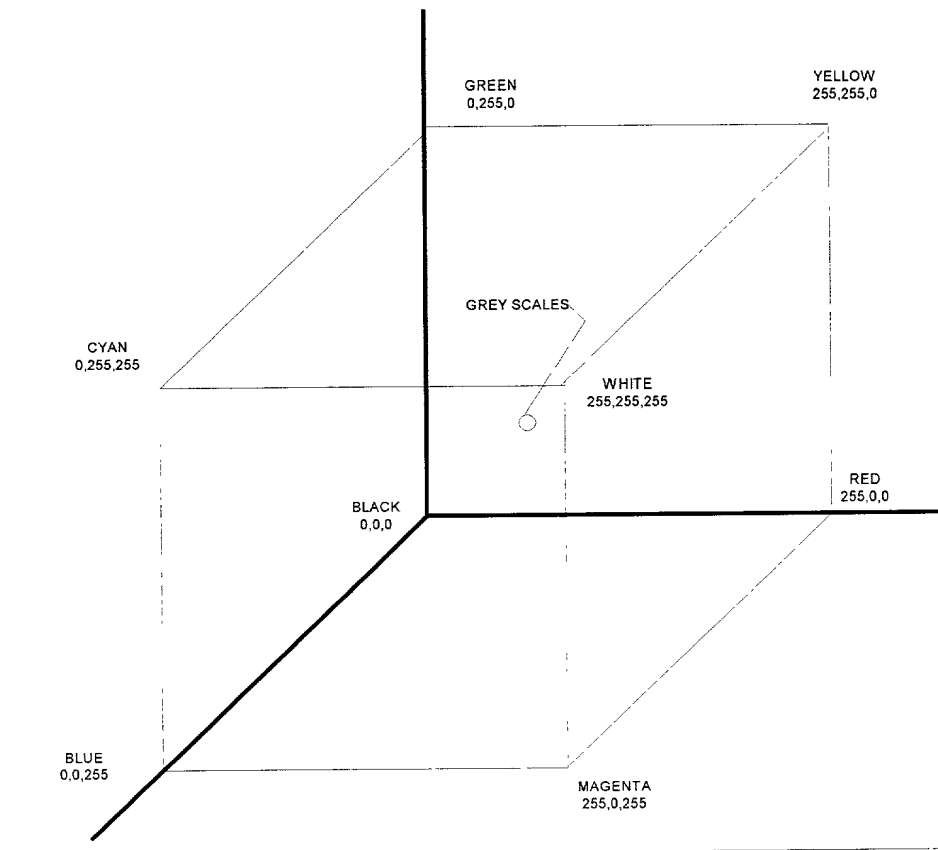
**FIG. 5**



**FIG. 6**

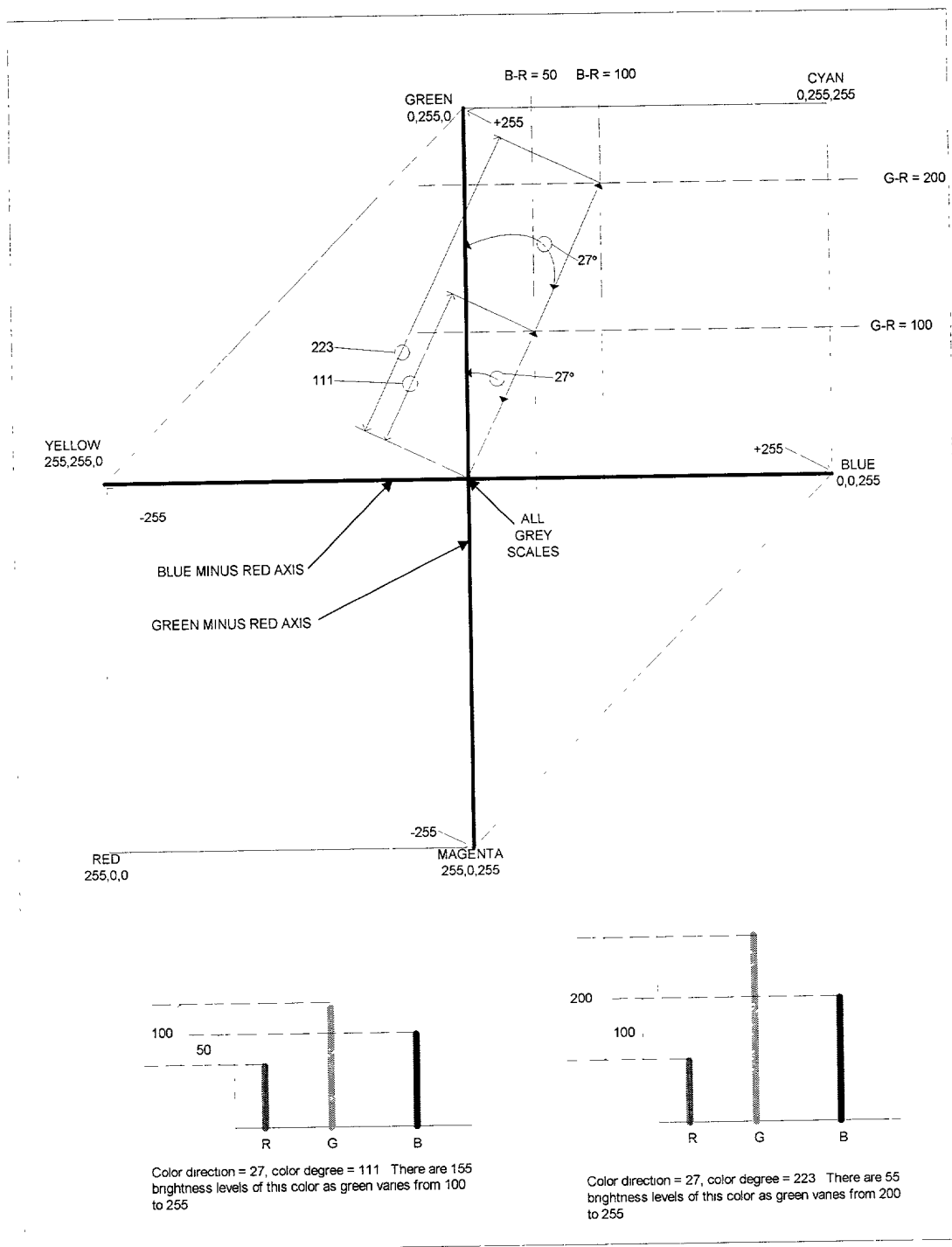


**FIG. 6**

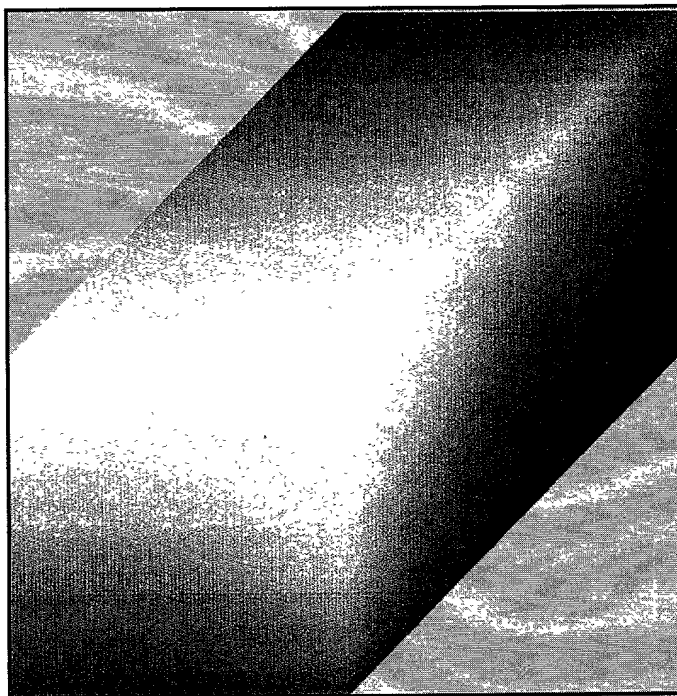


**FIG. 7**

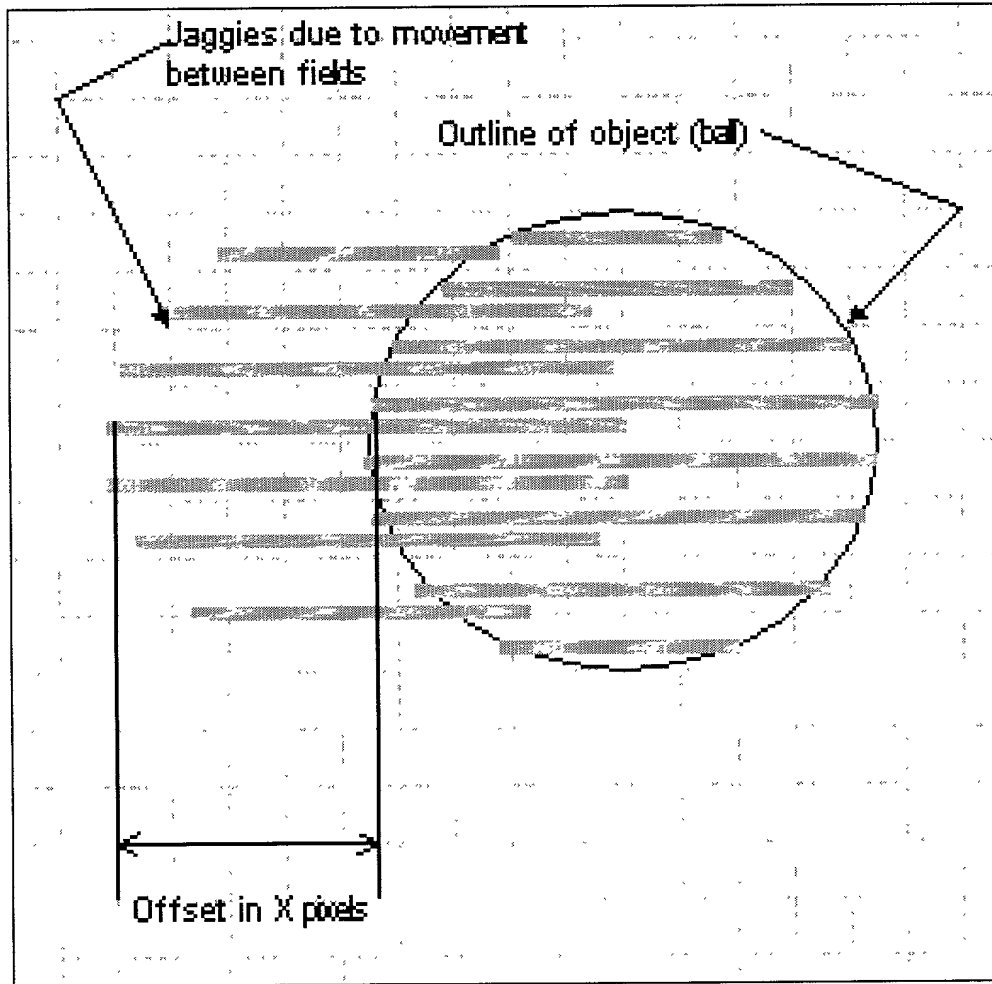




**FIG. 8**



**FIG. 9**



**FIG. 10**



**FIG. 11**

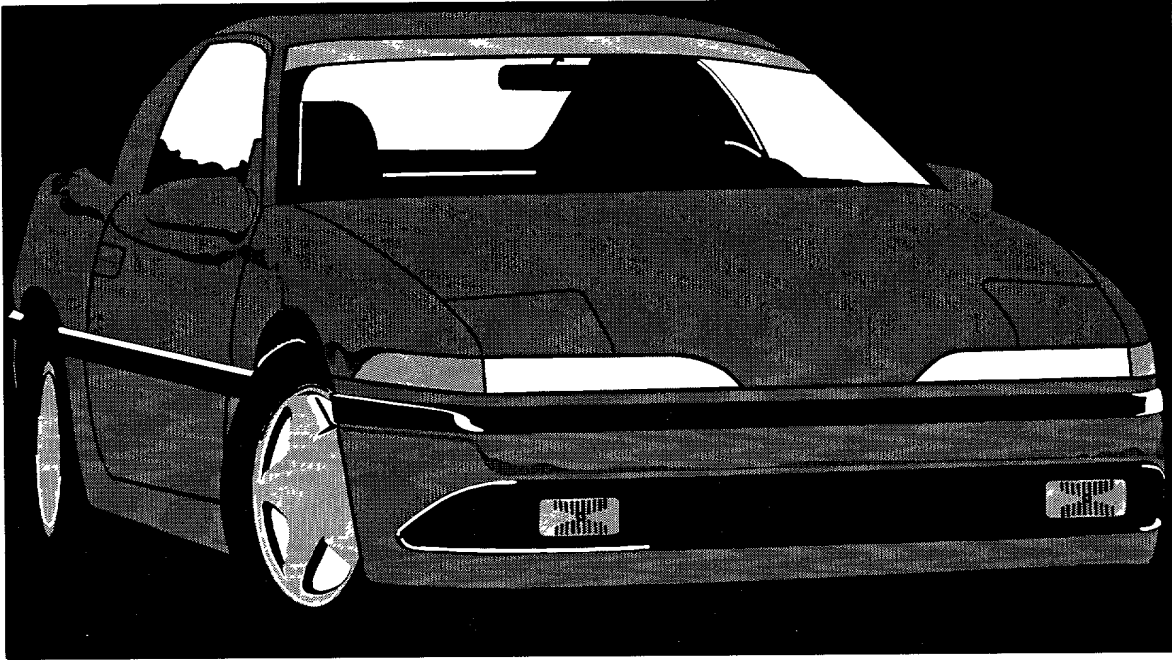


FIG. 12

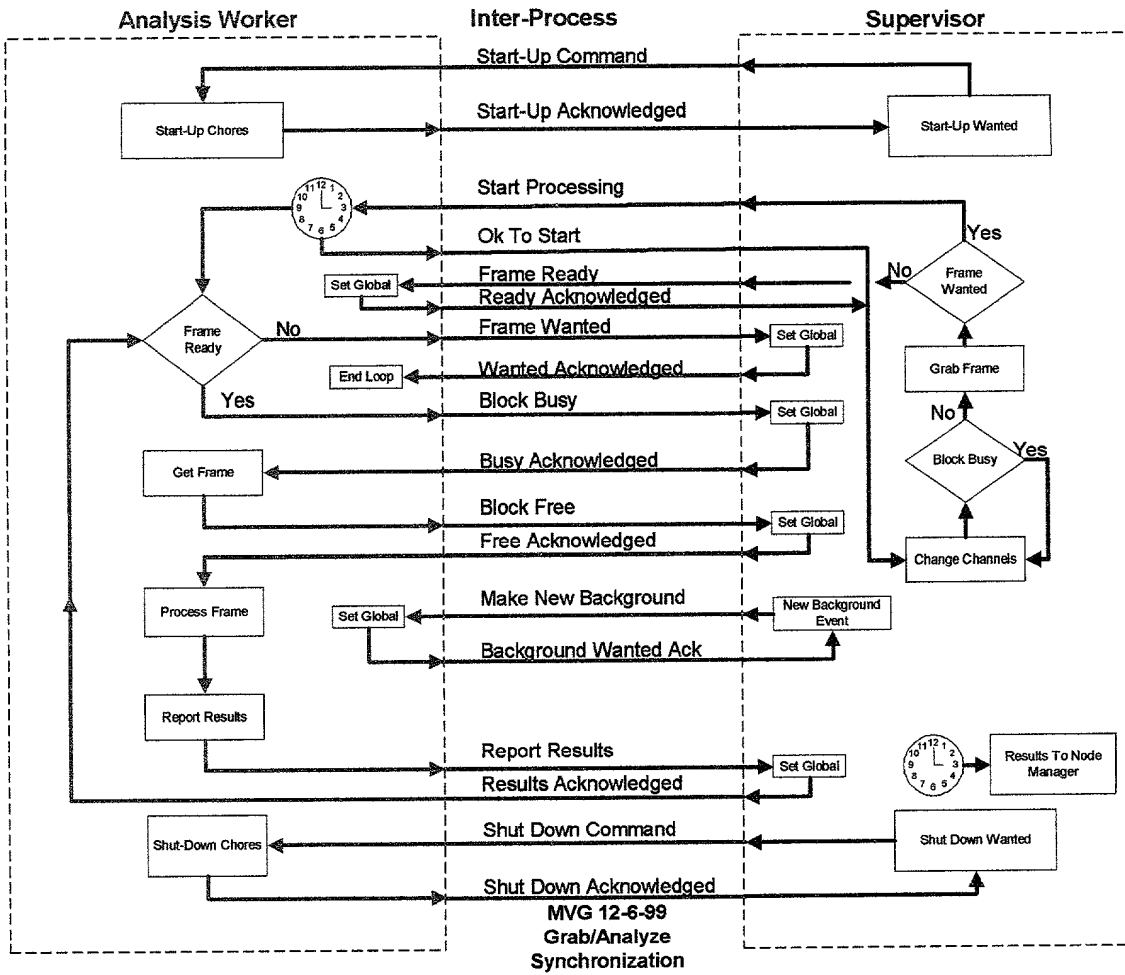
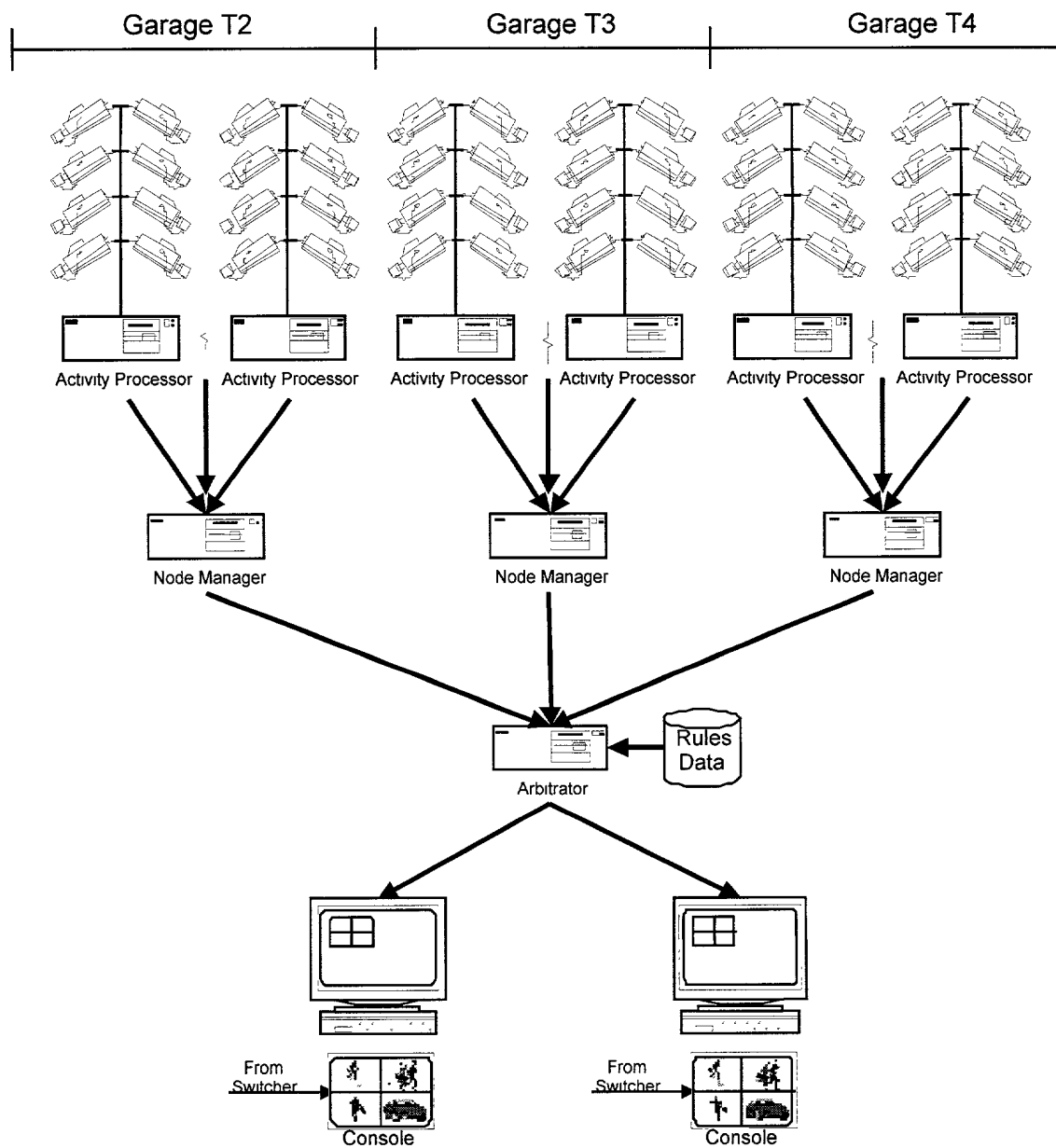


Fig 13



**FIG. 14**